NYRA

Companion

- If you are being *Attacked* while Nyra is *Active*, you may choose to pass the full amount of this damage to Nyra instead *(unless the opponent is Attacking with their Ultimate Ability)*.
- If Nyra receives damage, you may still use your *Defensive Ability*.
- If Nyra is *Active* and your *Offensive Roll Phase* results in an *Attack*, increase that dmg by 2.
- If Nyra is *Active* during your *Offensive Roll Phase*, you may deal 1 dmg to her and then re-roll 1 die. This may only be done once per turn.

NYRA'S BOND

Positive Status Effect *Stack limit: 1*

Distribute damage received between Huntress & Nyra:

- If the Huntress is *Attacked* while Nyra is *Active*, she may spend this token. If spent, any damage received as a result of your opponent's *Attack* may be distributed freely between the Huntress and Nyra.
- Alternatively, this token may be spent at anytime to Heal Nyra 2.

BLEED

Negative Status Effect *Stack limit: 2*

Roll 1 die in *Upkeep Phase*.
On 1-4, receive 1 dmg, otherwise, remove token:

A player afflicted with this token must roll 1 die during their *Upkeep Phase*. On 1-4, they are dealt 1 dmg. On 5-6, remove this token.

HERO SETUP
Begin the game with Nyra's Health Dial Active side face up and her health set to 5.

1	SPEAR
2	SPEAR
3	CLAW
4	CLAW
5	BONDED SOUL
6	SABER TOOTH

V3

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HUNTRESS

Complexity:

Weapon of choice: Nyra

Bio: Rescued as an infant by Nyra (a female sabertooth tiger), the Huntress was taken in as if she was Nyra's own cub. Their bond is beyond that of a human to her pet. They are connected--soul to soul. The ferocity and agility with which they fight intimidates all who would dare to challenge them.

Credits: Design and development by Nate Chatellier and Manny Trembley. Illustrations by Manny Trembley and Nicholas Malara. Graphic design by Gavan Brown.

RULES CLARIFICATION

Nyra (pronounced "Near-ah"): Nyra does not count as a player or opponent, she is a companion.

Nyra has a maximum of 7 Health.

She cannot be inflicted with status effects or receive damage from status effects. She cannot receive *collateral* or *Ultimate* damage. Nyra cannot receive damage if the Huntress is Stunned.

If Nyra receives more damage than she has health, the remainder of the damage is still done to Nyra, it does not roll over to the Huntress.

If Nyra is healed on the Huntress' defense, this Heal is netted against whatever damage Nyra is dealt. If the Huntress uses *Nyra's Bond*, this instantly Heals her by 2 and does not "net" against incoming damage.

When choosing whether to pass damage to *Nyra*, this choice is not made until the end of the *Defensive Roll Phase* after all damage, *Attack Modifiers*, and prevention have been calculated. The Huntress is never "locked in" when decding whether she or Nyra will receive all or some of incoming *Attack* damage.

Nyra's Bond: Can be spent to heal Nyra in response to an opponent trying to remove or steal it unless the source of removal/transference is an instant action or spendable status (see Priority Rules). An opponent who steals *Nyra's Bond*, cannot use it to redirect damage to Nyra. If you are playing a mirror match your opponent may spend it as normal but it still only affects their own Nyra.

Bleed: Roll for each *Bleed* individually.

COMPONENTS

Dice ×5 • Health Dial ×1 • Nyra's Health Dial ×1 • Combat Point (CP) Dial ×1 • Folding Hero Board ×1
Hero Leaflet ×1 • Hero Cards ×32 • Turn Order Card ×1 • Nyra's Bond ×2 • Bleed ×5

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TACTICAL ADVANTAGE

Positive Status Effect *Stack limit: 5*

A player with these tokens may spend them at any time to activate a variety of effects:

- 1 token: Gain 1 CP.
- 1 token: You may re-roll 1 of your dice at any time.
- 3 tokens: Draw 1.
- 3 tokens: Inflict *Targeted* on a chosen opponent.
- 4 tokens: A chosen player gains *Protect*.
- 4 tokens: Transfer one status effect from any player to any player. This may only be done during your *Main Phase*.

CONSTRICT

Negative Status Effect *Stack limit: 1*

Spend 1 CP per additional *Roll Attempt*:

During their next *Offensive Roll Phase*, a player afflicted with this token must pay 1 CP per *Roll Attempt* beyond the first. At the conclusion of the *Roll Phase*, remove this token.

TARGETED

Negative Status Effect *Stack limit: 1*

+ 2 incoming *Attack* damage:

When a player afflicted with this token is *Attacked* by an opponent, the attacker increases their dmg by 2. *Attack Modifier. Persistent.*

PROTECT

Positive Status Effect *Stack limit: 1*

Prevent ½ incoming damage:

A player with this token may spend it at any time to prevent ½ incoming damage *(rounded up)*.

HERO SETUP

Begin the game with 2 *Tactical Advantage*.

1 SABER

2 SABER

3 SABER

4 FLAG

5 FLAG

6 MEDAL

V3

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TACTICIAN

Complexity:

Weapon of choice: Saber

Bio: The Tactician surveys the battlefield with assurance and calm, confident that there is no foe greater than he. From atop the higher ground, he claims victory by asserting absolute control over all that he sees.

Credits: Design and development by Nate Chatellier, Manny Trembley and Shaun Carlson. Illustrations by Manny Trembley and Nicholas Malara. Graphic design by Gavan Brown.

v2

RULES CLARIFICATIONS

Tactical Advantage: There is no limit to how many different effects can be used in one turn.

Can be used the same turn it is gained.

If you are about to gain more *Tactical Advantage* beyond the stack limit, you can spend some to make room for the incoming *Tactical Advantage*, as spending status effects is an instant action.

When you gain *Tactical Advantage*, you gain it all at once and must be able to make room for all of it immediately or you will lose the excess (for example, if you were gaining 4, you cannot gain 2, spend 3, and then gain 2 more).

When the *Tactical Advantage* stack limit is increased, it lasts for the remainder of that game.

When an opponent tries to remove or steal *Tactical Advantage*, you can spend it before it's gone by following priority rules in the rulebook.

Targeted: Increases damage from an *Attack*, and does not increase pure or collateral damage. All damage is calculated simultaneously at the conclusion of the *Roll Phase*.

Protect: If gained during your Defense, it may be used immediately.

If 2 *Protect* are spent against the same *Attack*, both are calculated independently of each other, cutting the damage in half twice and taking no damage, because all damage happens simultaneously.

Profiteer: If you have *Blind* or *Blinding Light* and activate Profiteer and roll a 6, you must still roll for *Blind* /*Blinding Light* because these status effects must be checked at the condusion of the *Offensive Roll Phase*.

COMPONENTS

Dice ×5 • Health Dial ×1 • Combat Point (CP) Dial ×1 • Folding Hero Board ×1 • Hero Leaflet ×1 • Hero Cards ×32
Turn Order Card ×1 • Tactical Advantage ×7 • Constrict ×4 • Targeted ×4 • Protect ×3

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BLOOD POWER

Positive Status Effect *Stack limit: 5*

A player with these tokens may spend them to activate each effect once per turn:

- 1 token: If your *Offensive Roll Phase* results in an *Attack*, add 3 dmg. This counts as an *Attack Modifier*.
- 2 tokens: Remove a status effect from a chosen player. This effect may only be activated during your *Main Phase*.
- 3 tokens: Draw 2.
- 4 tokens: Heal equal to the amount of damage your *Attack* successfully dealt. This effect may only be activated during your *Roll Phase*.

If your *Attack* successfully deals dmg to an opponent inflicted with 2 *Bleed* tokens, gain *Blood Power* at the conclusion of your turn.

MESMERIZE

Positive Status Effect *Stack limit: 1*

Force an opponent to re-roll a die:

A player with this token may spend it and roll 1 die. On 5-6, you may force the opponent to re-roll any 1 die.

BLEED

Negative Status Effect *Stack limit: 2*

Roll 1 die in *Upkeep Phase*.
On 1-4, receive 1 dmg, otherwise, remove token:

A player afflicted with this token must roll 1 die during their *Upkeep Phase*. On 1-4, they are dealt 1 dmg. On 5-6, remove this token.

V3

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VAMPIRE LORD

Complexity:

Weapon of choice: Blood Power

Bio: The Vampire Lord's power paralyzes even the bravest fighter! No combatant is more vicious. Her rending claws will leave her foes bloody and hemorrhaging. Attempting to resist her mesmerizing gaze or overcome her powerful blood magic will prove deadly for any foolish enough to oppose her.

Credits: Design and development by Nate Chatellier, Manny Trembley, and Aaron Hein. Illustrations by Manny Trembley and Nicholas Malara. Graphic design by Gavan Brown.

RULES CLARIFICATIONS

Gaining *Blood Power*: If you are about to gain *Blood Power* beyond the stack limit, you may spend some to make room for the incoming *Blood Power* (since spending status effects is an Instant Action).

Spending *Blood Power*: "Once per turn" means during yours or your opponent's turn.

1 *Blood Power* effect:

- May be spent any time after an *Attack* activates and before the damage is dealt (e.g. after the Defense Ability has been activated).

2 *Blood Power* effect:

- Activating this effect counts as an Instant Action (so your opponent may not spend the chosen status effect before this resolves).

4 *Blood Power* effect:

- You may activate this effect at any time during the *Roll Phase*, but you do not heal until your *Attack's* damage is successfully dealt.
- If an opponent heals during their defense, this does not affect the dmg successfully dealt (however, damage prevention would affect it).
- You still heal equal to the total damage successfully dealt by your *Attack*, even if your opponent's health is less than this amount.

Ultimate: If the card you put into your hand from your Ultimate Ability is a *Roll Phase Action* or *Instant Action* card, you may play it immediately.

Mesmerize: Can be used on any die rolled (including their *Ultimate*).

Steal Health: Since this does not count as 'dealing damage', it cannot be prevented or reduced and does not count toward damage calculations.

You cannot Steal more Health than your opponent has available.

COMPONENTS

Dice ×5 • Health Dial ×1 • Combat Point (CP) Dial ×1 • Folding Hero Board ×1 • Hero Leaflet ×1 • Hero Cards ×33
Turn Order Card ×1 • Blood Power ×5 • Mesmerize ×3 • Bleed ×5

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